PHM PEGASUS™

ADVANCED BATTLE DISK

Boot from original game disk.
Use this side as new scenario disk.

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Apple II+, IIe, IIc; 64k

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ADVANCED BATTLE DISK SCENARIOUS

ONE ON ONE

Objective: Destroy the enemy ship before it destroys you.
Rank attainable: Ensign.
Enemy vessel: PHM Hercules.
Strategy tip: Make sure your gunning reflexes are extra-sharp!

You are up against the PHM Hercules in a test of rapid-fire shooting skills. This even match of two ships with radar-assisted high-speed cannon should result in a quick defeat for one or the other. Start firing, and don't let up!

TURKEY SHOOT

Objective: Shoot down Soviet Hormone helicopters within the allotted time.
Rank attainable: Lieutenant.
Enemy vessels: Hormone helicopters.
Strategy tips: Be quick — and extra accurate — with your cannons.

This is a safe training exercise, stressing accuracy and speed with a manually-aimed cannon. A dozen simulated Hormone-type Russian helicopters are flying in evasive patterns near your position. You must shoot them all down in the allotted time to complete your objective.

SINK THE BISMARCK

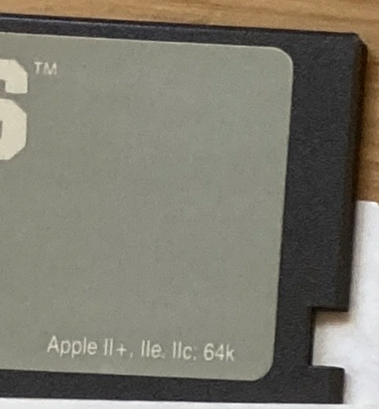
Objective: Destroy the German battleship Bismarck.
Rank attainable: Commander.
Enemy vessel: The Bismarck.
Strategy tips: Fire missiles early to slow him down. Maneuver quickly but carefully into cannon range.

A mysterious time warp sends your hydrofoil back to the cold waters of the North Atlantic early in World War II. There, you're up against the awesome firepower of the legendary battleship Bismarck. Use your speed and agility to dodge the massive cannon shells — one hit and you're history. But use your two Harpoons and your cannon well, and you'll prevail. Winston Churchill said it best: "I don't care how you do it, you must sink the Bismarck."

SPLASH 20

Objective: Sink all enemy craft.
Rank attainable: Commander.
Enemy vessels: Patrol boat, OSA I, Nanuchka II.
Strategy tips: Your top priority is the first group of enemies. Use your guns on the nearby adversaries, missiles on the distant ones. Move as quickly as possible. Reduce radar range to minimum in order to spot incoming missiles, and keep that gun firing!

Splash 20 tests the experienced Commander's ability to destroy active targets quickly. A dozen enemy ships are suddenly in your immediate vicinity. Once the first minute of the scenario is over, up to eight of the ships you've sunk are replaced. To achieve the maximum rank of Commander, you must destroy at least eight of the original twelve ships in the first minute, then go on to destroy a total of at least twenty before time is up.



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